

# BPI - Buffer Pool Initialization

This Natural profile parameter is for:

- mainframes
- UNIX/OpenVMS

<b>Possible settings</b>	See NTBPI Macro.	
<b>Default setting</b>	none	
<b>Dynamic specification</b>	YES	This parameter can only be specified dynamically.
<b>Specification within session</b>	NO	

It corresponds to the NTBPI macro in the parameter module and can be used to specify dynamically the same options which you can specify statically with the NTBPI macro.

The BPI parameter is specified as follows:

BPI=(TYPE=*type*,SEQ=*n*,NAME=*name*,SIZE=*nnn*,LIST=*name*,TXTSIZE=*n*)

- To dynamically deactivate a buffer-pool definition, you use the keyword OFF:  
BPI=(TYPE=*type*,SEQ=*n*,OFF)
- If OFF is used, it must be specified after TYPE and SEQ.
- If you use the BPI parameter to update an existing buffer pool definition in the parameter module, you must specify new settings in all those subparameters which are to be changed; if you do not, the old settings will be used.  
If, for example, you want to change from a global to a local buffer pool, you must specify NAME=' '.
- If you use the BPI parameter to dynamically specify a new backup buffer pool, you must specify a sequence number (SEQ) for it.  
If you omit the SEQ specification, the definition of the primary buffer pool (SEQ=0) will be overwritten.
- The NAME, SIZE, LIST and TXTSIZE specifications for the primary buffer pool (SEQ=0) can also be set dynamically with the profile parameters BPNAME, BPSIZE, BPLIST and BPTEXT.
- For general information on the Natural buffer pool, see Natural Buffer Pool.
- For the Software AG Editor buffer pool, see also the profile parameter EDPSIZE.

## Examples:

```
/* TWO (ALTERNATIVE) BUFFER POOL INITIALIZATIONS
NAT23 BPI=(SEQ=0,NAME=LBP1),BPI=(SEQ=1,NAME=LBP2),BPI=(SEQ=2,SIZE=500)
NAT23 BPI=(SEQ=0,TYPE=EDITOR,NAME=LBPE1),BPI=(SEQ=1,TYPE=EDITOR,SIZE=500)
```

In the first example, Natural first tries to allocate a global Natural buffer pool with the name "LBP1"; if this buffer pool is not found, it tries to allocate "LBP2"; if this is not found, it allocates a local buffer pool with a size of 500 KB.

In the second example, Natural first tries to allocate a global editor buffer pool with the name "LBPE1"; if this is not found, it allocates a local editor buffer pool with a size of 500 KB.